

# ASTROWARRIORS™

By PAUL H. SMITH

- **A fast action player vs. player game of space combat**
- **Realistic gravity and orbital mechanics**
- **Extensive use of Atari Graphics and sounds**
- **100% Machine Language.**
- **Up to four players**
- **Four skill levels**
- **Four battle modes**
- **Simple joystick controls**

Challenge your friends or neighborhood aliens in an out-of-this-world game of skill and daring. Attack with your Photon missiles. Protect yourself with shields. Maneuver with your thrusters or enter hyperspace to avoid damage or destruction.



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APOGEE SOFTWARE PRESENTS:

# ASTROWARRIORS™

CASSETTE

FOR 16K ATARI 400/800



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## OVERVIEW

You are an ASTROWARRIOR in a multi-player game of space combat. You can maneuver your AstroCruiser with thrust and rotation controls, attack with photon missiles, protect yourself with shields, and even enter hyperspace to escape enemy fire. Your mission is to rid the heavens of enemy ASTROWARRIORS (your friends, neighbors, or relatives) and become master of the universe.

## SYSTEM REQUIREMENTS

ASTROWARRIORS cassette  
Atari 400 or Atari 800 computer (16K minimum)  
Atari 410 cassette recorder  
Joystick controller for each player

## GETTING STARTED

1. Remove cartridge(s).
2. Hold START down and turn on the computer.
3. Insert the cassette and press PLAY.
4. Press RETURN to begin loading. If the load fails, try again. A second copy of the program is on the cassette back side.
5. After loading, select options and press START to begin.

Note: Atari 400, Atari 800, and Atari 410 are registered trademarks of Atari, Inc.

## OPTIONS

The game is initialized as a two player game of cadet ASTROWARRIORS in free space. However, several variations are available as follows:

Press the OPTION switch to choose a situation:

FREE SPACE	with no obstacles and no gravity.
ASTEROID	with a central asteroid but no gravity.
SOLAR ORBIT	with a central sun and gravity.
BLACK HOLE	with a central black hole and gravity.

Press the SELECT switch to choose a speed:

CADET	when you are learning.
ROOKIE	when you get your flight wings.
PILOT	when you are an experienced flyer.
ACE	when you have it mastered.

Press the P switch on the keyboard to choose the number of players:

1 PLAYER	to practice orbital maneuvering.
2 PLAYER	to destroy a friend.
3 PLAYER	when you have a crowd.
4 PLAYER	when bridge loses its appeal.

Press the D switch on the keyboard to start a 2 player, solar orbit demo.

Press the space bar to pause in the middle of a game. Any movement of the joysticks will cause the game to resume.

## PILOTING

Your AstroCruiser is capable of:

CLOCKWISE ROTATION by moving the joystick to the right.

COUNTER-CLOCKWISE ROTATION by moving the joystick to the left.

FORWARD THRUST by moving the joystick forward. Thrusters require energy and cannot be used when your energy has been used up.

SHIELDS by moving the joystick back. Shields require energy and cannot be used when your energy reserves are low.

PHOTON MISSILES by depressing the red "fire" button on your controller. The missiles require energy and cannot be launched when your energy reserves are too low. Photon missiles are launched with a forward velocity relative to your AstroCruiser at the time of launch. Don't be surprised if you launch very slow moving missiles when you are rapidly moving backwards.

HYPERSPACE by maneuvering your AstroCruiser

off screen. Hyperspace may be used as an escape tactic which takes you to a random screen location. However, hyperspace requires energy and is fatal if your energy reserves are insufficient.

GENERATION of energy. Intergalactic hydrogen is automatically gathered for the fusion reactors and requires no controls.

REPAIR of damage. Your androids instantly begin to repair any damage that your AstroCruiser incurs, but it takes time. They do the best they can.

## TRAUMAS

Your AstroCruiser may be damaged or destroyed as follows:

PHOTON MISSILES will destroy your AstroCruiser if shields are down. They will damage your AstroCruiser if shields are up.

COLLISIONS with other ASTROWARRIORS are fatal if your shields are down. If shields are up, your AstroCruiser will be damaged; and, depending on your energy reserves, the damage may or may not be fatal.

IMPACT with the sun, the asteroid, or the black hole is normally fatal. A slight brush against one of these may occasionally cause non-fatal damage if shields are up.

HYPERSPACE entered with insufficient energy reserves is fatal. Also remember that hyperspace takes you to a random location. You may return from hyperspace to find yourself impacting the sun, the black hole, or the asteroid. You may also land on another AstroCruiser or in front of a photon missile.

DAMAGE is always accompanied by a loss of energy. After all, your shields have just worked hard at preventing your destruction. The types of damage you might incur are listed below in the order in which they appear on your status lights.

1. Damage to the clockwise maneuvering jets.
2. Damage to the counter-clockwise maneuvering jets.
3. Damage to the main thrusters.
4. Damage to the photon missile launcher.
5. Damage to the fuel tanks.
6. Damaged shields require extra energy to operate.
7. Damaged shields require extra energy to absorb photon missiles.
8. Damaged hyperwarp requires extra energy to enter hyperspace.

## DISPLAY

The display shows you the portion of the universe that you have selected for your

battle. It also shows the status of all the AstroCruisers. Each status panel has a gauge indicating energy reserves and a status light for each vulnerable system on the AstroCruiser. A green status light means the system is good, and a red light means the system is damaged.

Your AstroCruiser is easily identified by color. AstroCruiser one is blue, AstroCruiser two is green, three is red, and four is orange. These colors may vary somewhat depending on the type and adjustment of your television set.

## SCORING

A battle is concluded and the score automatically displayed whenever the number of AstroCruisers has been reduced to one or none. The ASTROWARRIOR who survives the battle will receive one point for the round. After a brief look at the score, the game resumes with a new AstroCruiser for each ASTROWARRIOR. Play continues until one ASTROWARRIOR has accumulated 50 points. At the conclusion of the game, the final score remains displayed.

In the one player (practice) mode, the score simply represents the number of rounds you have played. It is displayed each time your AstroCruiser is destroyed.

## GAME HINTS

Use your thrusters and shields sparingly. Over acceleration with the thrusters wastes energy and usually results in your AstroCruiser entering hyperspace. Use your shields when necessary, but turn them off when you can to conserve energy.

Practice getting into orbit around the sun or the black hole. This will reduce or eliminate the need to use your thrusters and will conserve fuel for your shields and photon missiles.

Attack opposing AstroCruisers when you see that they are damaged or low on fuel. You have an especially big advantage if your opponent has damaged photon launchers, cannot rotate, or if his energy is too low for his shields to work. But your attack must be swift to take advantage of his vulnerability.